

**IN THE CLAIMS**

1. (currently amended) An information processing editing apparatus for allowing an editor to create final GUI ~~screens~~ superimposed scenes from content information according to a predetermined specification, comprising:

a shared-~~screens~~scene creation module operable allow the editor to define shared ~~screens~~, scenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final ~~screens~~scenes, each of the shared ~~screens~~scenes comprising one or more shared-~~user-selectable~~ objects that are controllable for display to create final ~~screens~~scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with the predetermined specification;

a shared-~~screens~~scene processing module operable to enable the editor to ~~select~~virtually superimpose two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final GUI ~~screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

an application creation module operable to describe control information in accordance with the internal format based on the shared ~~screens~~scenes set by the editor via said shared-~~screens~~scenes creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI

~~screens~~superimposed scenes in accordance with the predetermined specification.

2. (currently amended) An information processing editing apparatus according to claim 1, wherein said shared-~~screens~~scene processing module further specifies an order of superposition of a plurality of said shared ~~screens~~scenes; and

said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final GUI ~~screens~~superimposed scenes as a state of utilization of shared objects in each of the final GUI-~~screens~~superimposed scenes in accordance with said order of superposition of said shared ~~screens~~scenes.

3. (cancelled)

4. (cancelled)

5. (currently amended) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the final GUI-~~screens~~superimposed scenes based upon the predetermined specification and the shared ~~screens~~scenes.

6. (currently amended) A method according to claim 5, further comprising:

specifying an order of superposition of the shared ~~screens~~scenes; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the shared ~~screens~~scenes.

7. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI ~~screens~~superimposed scenes from content information according to a predetermined specification comprising:

shared-~~screens~~scene creation means for allowing the editor to define shared ~~screens~~scenes that are superimposable to create

a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final GUI ~~screens~~superimposed scenes, each of the shared ~~screens~~scenes comprising one or more shared-user-selectable objects that are controllable for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with said predetermined specification;

shared-~~screens~~scene processing means for enabling the editor to ~~select~~virtually superimpose two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final superimposed scenes GUI ~~screens~~ with the shared objects from each selected shared ~~screens~~scene;

control-information description means for describing control information in accordance with the internal format based on the shared ~~screens~~scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scenes created in accordance with the predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create final GUI ~~screens~~superimposed scenes from broadcast content information according to a predetermined data broadcasting specification comprising:

shared-~~screens~~scene creation means for allowing the editor to define shared ~~screens~~scenes that are superimposable to create

a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final GUI ~~screens~~superimposed scenes, each of the shared ~~screens~~scenes comprising one or more shared-user-selectable objects that are controllable for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with the data broadcasting specification;

shared-~~screens~~scene processing means for enabling the editor to ~~select~~virtually superimpose two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final GUI ~~screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

control-information description means for describing control information in accordance with the internal format based on the shared ~~screens~~scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scenes in accordance with the data broadcasting specification.

9. (currently amended) A computer-implemented method for allowing an editor to create final ~~GUI screens~~ superimposed scenes from shared ~~screens~~scenes from content information according to a predetermined specification, comprising:

defining shared ~~screens~~ scenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in

accordance with an internal format and used to form the final ~~GUI-screens~~superimposed scenes, each of the shared ~~screens~~scenes including at least one shared—user-selectable object controllable for display to create final ~~GUI-screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with the predetermined specification;

~~selecting~~virtually superimposing two or more shared ~~screens~~scenes, each of the—selected shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential—each of the final ~~GUI-screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

describing control information in accordance with the internal format based on the shared ~~screens~~scenes; and

converting the control information into shared object control information for forming the final ~~GUI-screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final ~~GUI-screens~~superimposed scenes in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final ~~GUI-screens~~superimposed scenes from shared ~~screens~~scenes from content information according to a data broadcasting specification, comprising:

defining shared ~~screens~~scenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final ~~GUI-screens~~superimposed scenes, each of the shared ~~screens~~scenes including at least one shared—user-selectable object controllable for display to create final ~~GUI-screens~~superimposed

scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with the data broadcasting specification;

~~selecting~~virtually superimposing two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final GUI ~~screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

describing control information in accordance with the internal format based on the shared ~~screens~~scenes; and

converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scene in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final GUI ~~screens~~superimposed scenes from shared ~~screens~~scenes from content information according to a predetermined specification, the instructions comprising instructions for:

defining shared ~~screens~~scenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final GUI ~~screens~~superimposed scenes, each of the shared ~~screens~~scenes including at least one shared ~~user-selectable~~ object controllable for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in

which the shared objects are displayed in accordance with the predetermined specification;

~~selecting~~virtually superimposing two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential ~~each of the final GUI screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

describing control information in accordance with the internal format based on the shared ~~screens~~scenes; and

converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scenes in accordance with the predetermined specification.

12. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI ~~screens~~superimposed scenes from intermediate ~~screens~~scene templates comprising:

a shared-~~screens~~scene creation module operable to allow the editor to define intermediate ~~screens~~scene templates that are superimposable to create a single, superimposed and nonsequential final scene in accordance with an internal format that include one or more shared ~~user-selectable~~ objects that are controllable in an always on or always off manner for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with a predetermined, industry-standard specification;

a shared-~~screens~~scene processing module operable to enable the editor to ~~combine~~ virtually superimpose two or more of the

intermediate ~~sereen~~scene templates to form a desired final GUI ~~sereen~~superimposed scene that is a ~~combination~~ superposition of the shared objects contained within the editor-selected intermediate ~~sereen~~scene templates;

an application creation module operable to form shared-~~sereen~~scene definition statements of shared objects files in accordance with the internal format, the shared object files comprising shared objects from the combined editor-selected intermediate ~~sereen~~scene templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate ~~sereen~~scene template, the description files forming a script that complies with the industry-standard specification to display the shared objects at the same time in the final GUI ~~sereen~~ssuperimposed scenes.